CHANNEL F

FAIRCHILD VIDEO ENTERTAINMENT SYSTEM

VIDEOCART-2

- Desert Fox
- Shooting Gallery

TO PLAY	PRESS BUTTONS
Desert Fox	1 4
Options	1
Shooting Gallery	2 4
Options	1 2

Desert Fox
Hand Controller Action

- Push forward/pull back—moves tank up or down.
- Push right/push left—moves tank right or left.
- Twist right/twist left—rotates gun barrel right or left.
- Push down—fires bullet.

SCORING: 1 point gained for each tank hit. 1 point loss for each mine hit.

Shooting Gallery
Hand Controller Action

- Push down—fires bullet.

SCORING: 1 point on left for each duck hit. 1 point on right for each shot fired.

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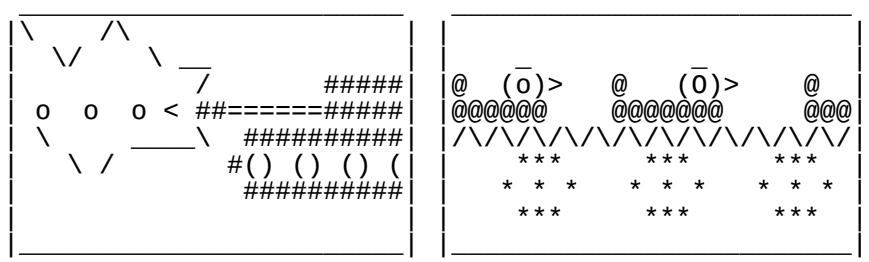
FAIRCHILD

INSTRUCTIONS FOR
VIDEOCART-2
CARTRIDGE GAMES



Exclusively for use with
the Fairchild Video
Entertainment system

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F A I R C H I L D
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VIDEOCART is a trademark of Fairchild Camera and Instrument Corporation

ON YOUR MARK

Stalk a foxy enemy or knock off a few ducks. Let out your hunter instincts with these two exciting games.

Take your Fairchild Videocart(TM)* cartridge and, with the edge label facing you and top label facing up, insert it in the chute marked INSERT CARTRIDGE until it "clicks" into place. To remove the cartridge, press the PRESS TO EJECT bar, then slide the cartridge out of the game console.

GET SET

Once the cartrige is in place, press the RESET button. The screen will show a G?. The cartridge is asking you which game you want to play. Always press the RESET button before selecting a game.

GO

Press button 1 for Desert Fox.
Press Button 2 for Shooting Gallery.

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1. Desert Fox

You are engage in a fierce tank battle with the enemy. Try to fire before you get hit, but don't hit the mine field or you score one point for the opponent. The player on the right has the blue tank behind the barrier in the lower right corner of the screen. The player on the left has the green tank behind the barrier in the upper left corner of the screen. Between them is the battle field with five deadly mines.

Tanks can drive through the two barriers in the upper left corner and lower right corner. They cannot shoot through the barriers. Tanks cannot shoot through the five mines in the middle of the battle field. Tanks

hitting a mine score one point for the opponent. Because tanks cannot shoot through the two barriers and five mines, they are good places to hide from enemy fire.

After selecting Desert Fox, and S? will appear on the screen. The game is asking you if you want to start. You can start right away with no time limit or you can select the TIME option mentioned in your Fairchild Video Entertainment System instruction book. The MODE option does not work in Desert Fox.

HOW THE HAND CONTROLLER WORKS IN DESERT FOX

Always orient the triangle on your controller knob towards the TV screen.

FORWARD AND BACKWARD -- Pushing your hand controller knob away from you or pulling it towards you moves your tank up and down, toward the top and bottom of the screen. Any movement of your hand controller knob Forward or Backward at a 45 angle moves the tank up and down in a diagonal direction. Notice that the tank will move up and down no matter which direction the gun barrel is facing.

LEFT AND RIGHT -- Pushing your hand controller knob to the left or right moves your tank left and right on the screen. Notice that the tank will move left and right no matter which direction the gun barrel is facing.

ROTATE RIGHT AND LEFT -- Rotating your hand controller knob right and left rotates the gun barrel of the tank in 45 degree increments. You can rotate your gun barrel through a circle in either direction.

PLUNGE DOWN -- Plunging down on your controller knob fires a shot. The tank will fire only in the direction the gun barrel is facing. For example, if the gun barrel is facing the top of the screen, you will shoot toward the top of the screen. If the gun barrel is positioned at a diagonal angle, the shell will travel at that angle. The pulling-up hand controller movement does not work in Desert Fox.

SCORING. Each time you hit the opponent's tank a red explosion will cover his tank and you will score one point. If you run into one of the five mines in the middle of the battle field, your tank will explode and your opponent will score one point.

2. Shooting Gallery

After Selecting Shooting Gallery, and S? will appear on the screen. The game is asking if you want to start. You can start right away with no time limit and an average speed or you can select the TIME and MOTION options mentioned in your console instruction booklet.

The object of Shooting Gallery is to shoot a "ball" from a "rifle" on the left side of the screen and hit a moving target on the right side of the scree. The "rifle" is prepositioned and will only change position when the target is hit. Each hit produces a new "rifle" position.

HOW THE HAND CONTROLLER WORKS IN SHOOTING GALLERY

PLUNGE DOWN -- You "fire" a shot from the "rifle" by plunging the hand controller down. After you program your options and press the START button, fire a few practice rounds to get the idea. No other hand controller movements work in Shooting Gallery. Either hand controller works in Shooting Gallery.

SCORING. The number on the bottom right side of the screen is the number of shots fired. The number on the bottom left side of the screen is the number of hits made. If either score goes past 99, the number will cycle through 00 and start counting with 01 again.

TWO-PLAYER SHOOTING GALLERY

Compete with another player for more shooting gallery fun. Take turns setting a time limit and see who can make the most hits in a certain amount of time. Or go for the greatest number of hits out of a prearranged number of shots. You can see what your "batting average" is by dividing the number of hits (score on the left) by the number of shots (score on the right). For example, 30 hits out of 90 shots would mean you are batting .333.

HAVE FUN

If you have any questions about this Videcart(TM) cartridge or your Video Entertainment System, call the Toll Free numbers in the back of your console instruction booklet.

Other exciting Videocart(TM) cartridge are available from Fairchild Consumer Products. See them at your Fairchild dealers or, for more information write.

Fairchild Consumer Products
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Palo Alto, CA 94304

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